HES

Shamus™

By Tom Griner

Starting Shamus™

1. Turn power off
2. Plug the "Shamus" cartridge into the slot on the back
3. Only then turn power on.

Centering of Image

While the title page is displayed, the image can be centered on the TV screen by using your joystick.

Object of the Game

The object of the game is to reach the very core of the Shadow's lair and destroy him. This is accomplished by progressively exploring the two levels of the lair and accumulating the greatest number of points, bonuses and extra lives.

In order to overcome all of the obstacles and dangers that infest the lair and triumph in the final battle with the Shadow you must familiarize yourself with two floors of 32 rooms and retrieve the correct colored keys for all of the passages. This is the only way to gain entry from one level to the next.

Unlike text adventure games, Shamus™ can only be mastered by a long and arduous training period, in which your reflexes are sharpened to a point where you can deal with the incredible speed and visciousness of the attacks of the Shadow and his henchmen.

Shamus

You are the Shamus. You may move in any of eight directions by using the joystick. You may shoot your Ion-Shivs in any of eight directions by pressing the trigger button on your joystick and then moving the stick in the desired direction.

Ion-Shivs

Ion-Shivs (Ionic-Short High Intensity Vaporizers). These weapons are banned in every part of the galaxy. They totally disintegrate any life form upon contact, unless shielded by Tri-Gamma body armor. CAUTION: You can only have three Ion-Shivs on the screen at any one time.

Robo-Droids

Relatively slow moving semi-mechanical androids. These droids are methodical and never give up. They are also armed with disruptors.

Snap-Jumpers

These self-propelled annihilators cannot think. This feature, however, makes them all the more dangerous. They are strange mutations who exist simultaneously in two dimensions. They snap in and out of your time-space continuum and are therefore unpredictable and extremely quick. Their speed makes them very dangerous.

Keys and Keyholes

Each level of the Lair contains various colored keys which are paired with matching colored keyholes. The keys are picked up by Shamus by touching them. As they are touched they are displayed in the right hand bottom of the screen. When encountering a keyhole of the matching color, Shamus merely makes contact with the keyhole and the wall retracts permitting you to proceed through the Lair. If the wall does not drop you have not obtained the correct color coded key. You must retrace your way through the Lair to find the key, otherwise you will not be permitted past that keyhole.

Extra-Lives

The current number of lives are displayed in the upper right hand corner of the screen. If you encounter a bubbling bottle in a room you merely need to touch it to obtain an extra life. You may accumulate as many extra lives as your skill allows.

Question Marks

By passing over these pulsating question marks you will invite either bonuses or disaster!

The Shadow

The arch villian himself is constantly monitoring your activities in his Lair (he knows when you are sleeping, he knows when you're awake, etc.).

Be extremely careful when you hear a low pitched pulsing begin. This is a signal that Shadow is about to enter the room. You cannot kill the Shadow since he wears Tri-Gamma armor. You can, however, stun him. He remains stunned only for a short time, after which you had better move quickly.

Playing Tips

1. Observe the various characteristics of your opponents and take advantage of their weaknesses.
2. Practice, practice, practice.
3. Play with a friend who can keep track of where you are in the Lair, while you fight for your life.
4. Retain your sense of humor!

If anyone can overcome the Shadow, only Shamus can. Good luck!

Copyright Notice

Copyright © 1982 by Human Engineered Software. All rights reserved. No part of this publication may be reproduced in whole or in part without the prior written permission of HES. Unauthorized copying or transmitting of this copyrighted software on any media is strictly prohibited.

Although we make every attempt to verify the accuracy of this document, we cannot assume any liability for errors or omissions. No warranty or other guarantee can be given as to the accuracy or suitability of this software for a particular purpose, nor can we be liable for any loss or damage arising from the use of the same.

Human Engineered Software
71 Park Lane
Brisbane, California 94005
Telephone (415) 468-4110

Shamus is a TM of Synapse Software.
VIC 20 is a registered TM of Commodore.